

ALEXIS MARTINEAU

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EDUCATION

Northwestern University, Evanston, IL

Weinberg College of Arts and Sciences

Bachelor of Arts in Physics and Computer Science, Jun '19

Current GPA: 3.66/4.00

Relevant coursework:

Advanced General Physics	Software Development	UI design	Data Structures
Version Control	Game Design & Development		

EXPERIENCE

Weinberg Undergraduate Research Grant, Northwestern University | Jun-Aug '17

Undergraduate Researcher (Advisor: Prof. Melville Ulmer)

- Compiled a list of viable high-redshift, strongly lensed galaxy candidates by investigating the properties described in scientific bibliography, cross referencing astronomical databases and manipulating software.
- Proposed, planned and executed a research project while coordinating with faculty to deliver a complete report on time.

PIE Game Development Group, Northwestern University | Jan '18 - Present

Programmer, Game Designer, Projects Manager (as of May 2018)

- Currently leading a team of 3 programmers overseeing the year-long development of a space-strategy game in Unity Game Engine and C#
 - Trained new recruits in the fundamentals of Unity Game Engine and C# programming
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SKILLS & ABILITIES

- Fluent in French and English, with basic knowledge of Russian
 - Advanced proficiency in MS Office
 - C/C++ & C# experience (2+ years)
 - WebGL experience (3 months)
 - Front-end web development (Javascript, HTML, CSS, WebGL)
 - Excellent problem solving, analytical and teamwork skills
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ACTIVITIES

Northwestern University Club Fencing Team | Sep '15 – Present

Saber fencer

- Travelled across the country with the Northwestern fencing club and participated in nationwide events
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